

TABLE OF CONTENTS

ABSTRACT	i
APPROVAL	ii
DECLARATION OF AUTHENTICITY	iii
MOTTO	iv
BIOGRAPHY	v
PREFACE	vi
ACKNOWLEDGEMENTS	vii
TABLE OF CONTENTS	ix
LIST OF TABLES	xi
LIST OF FIGURES	xii
CHAPTER I	1
INTRODUCTION	1
A. Research Background	1
B. Research Question	4
C. Research purposes	4
D. Research significance	5
E. Research Scope	5
F. Conceptual framework	6
G. Hypotheses	8
H. Previous studies	8
CHAPTER II	12
LITERATURE REVIEW	12
A. Vocabulary in Language Learning	12
1. The Nature of English Vocabulary	12
2. Importance of Vocabulary Mastery in Language Learning	13
3. Common Methods in Vocabulary Instruction	14
B. Games in Language Learning	16
1. The Role of Games in Language Learning	16
2. Game-Based Learning VS Gamification	18
3. Types of Games in Language Learning	19

4. Traditional Games in Language Learning	21
C. Utilizing Traditional Games for Vocabulary Learning.....	24
D. Learning Vocabulary Through Indonesian-Thai Traditional Games	25
1. Common Indonesian-Thai Traditional Games	25
2. The Traditional Games' Adaptation and Modification for Vocabulary Instruction	34
CHAPTER III	41
RESEARCH METHODOLOGY	41
A. Research Design	41
B. Data Source.....	42
C. Data Collection Technique	43
D. Research Site and Participants	45
E. Research Instruments and Procedure.....	46
F. Data Analysis.....	51
CHAPTER IV.....	56
FINDINGS AND DISCUSSIONS.....	56
A. Research Findings.....	56
B. Hypothesis Testing	70
C. Discussions.....	75
CHAPTER V	80
CONCLUSION.....	80
A. Conclusion.....	80
B. Suggestion	82
REFERENCES.....	83
APPENDICES	90